

# PRODUCTIVE PONDERING

LEVEL:	Grade 6 - 9																		
SKILLS:	Multiplying two-digit numbers, estimation, mental math																		
PLAYERS:	2 to 4																		
EQUIPMENT:	Two thirty-sided (1-30) dice, paper, pencil																		
GETTING STARTED:	The goal of the game is to be the player with the closest prediction to the sum of all the products. Each player rolls two dice five times and records all five multiplication sentences. Before starting their calculation each player must predict what their combined sum of their five products will be. The player who is closest to their prediction is the winner.																		
EXAMPLE:	<p>Player predicts: 1 125</p> <table><tr><td>Roll One:</td><td>27 x 6 =</td><td>162</td></tr><tr><td>Roll Two:</td><td>11 x 22 =</td><td>242</td></tr><tr><td>Roll Three:</td><td>2 x 16 =</td><td>32</td></tr><tr><td>Roll Four:</td><td>13 x 15 =</td><td>195</td></tr><tr><td>Roll Five:</td><td>20 x 25 =</td><td><u>500</u></td></tr><tr><td>ACTUAL TOTAL SUM:</td><td></td><td>1 131</td></tr></table> <p>Prediction 1 125, actual sum = 1 131</p> <p>Difference of 6.</p> <p>After all players have calculated their products and totalled their sums, they now compare the accuracy of their predictions. The player closest to their prediction (i.e. least difference) wins the round.</p>	Roll One:	27 x 6 =	162	Roll Two:	11 x 22 =	242	Roll Three:	2 x 16 =	32	Roll Four:	13 x 15 =	195	Roll Five:	20 x 25 =	<u>500</u>	ACTUAL TOTAL SUM:		1 131
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VARIATIONS:	Vary the number of rolls allowed. Calculate class averages of total combined sum and difference from predictions.																		